1. Support streaming data in WAV format
   1. Read/Write WAV using the Grid Protection Alliance [GSF.Media](https://github.com/GridProtectionAlliance/gsf) nuget supplied library
2. Split the stream into segments as per the Overlap-Add method <https://www.dspguide.com/ch18/1.htm>
   1. Number of segments is determined by number or CPU cores
   2. Each CPU core will compute the FFT convolution with the kernel
   3. Each completed block is reassembled after all sub blocks are complete, this is done on a single thread.
      1. While reassembly is processing, the other CPUs load more segments to process